

Included Features

- Modal for users to learn more about the project's background and instructions on how to play the interactive game
- A timer that will count down from 20 seconds
- The harp seal pup would move via arrow keys
- The harp seal increases in size as it drinks more milk bottles
- A milk bottle counter out of 5 will appear on the screen
- Image transition from regular ice background to cracked ice background
- Background music and sound effects that occur when the ice cracks

Technologies

- I am currently using Figma for the graphic components. I am working on creating a mini interactive game where the user guides the harp seal to milk bottles. The milk bottles are meant to help the harp seal gain weight and become ready for the swimming process. The game will feature a 20-second countdown timer, mirroring the short-time harp seals have to learn how to swim and survive in the wild. In 20 seconds, users will need to feed the harp seal all of the milk bottles for them to be ready to swim. If the user is unable to complete the game in time, the seal harp will drown when the ice cracks. At the moment, I plan to use the Granim animated gradient library to show a moving water animation in the background. I also plan to use GSAP for text and graphic animations.